# FruitBar Configuration.

FruitBAR requires a few paths to enable the program to work correctly, it's a simple process to get the paths then you simply copy and paste the path into the FruitBar settings page for the releveant system you are configuring, for the purpose of this document we will setup MFME.exe version 20.

Let's start by loading Microsoft Explorer, press "Windows Key" and the "E" key together and this will load up Microsoft explorer this is where we will get your path for the MFME.exe from.
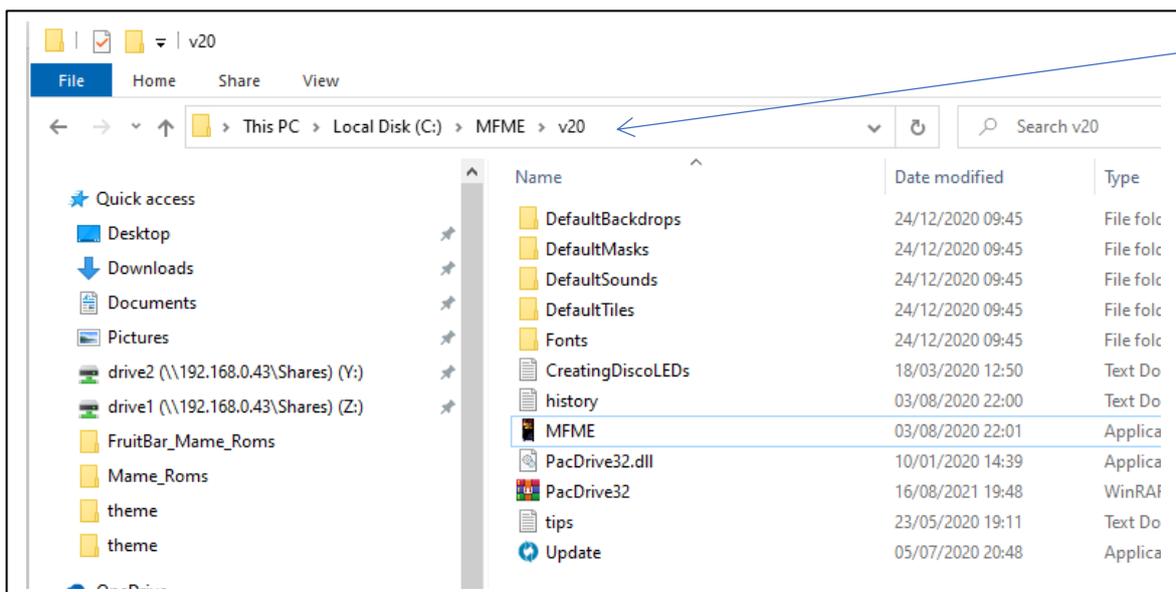
Navigate to the MFME folder as shown and then click on the path (follow the arrow) this box will change its layout when it has been clicked to the image below.
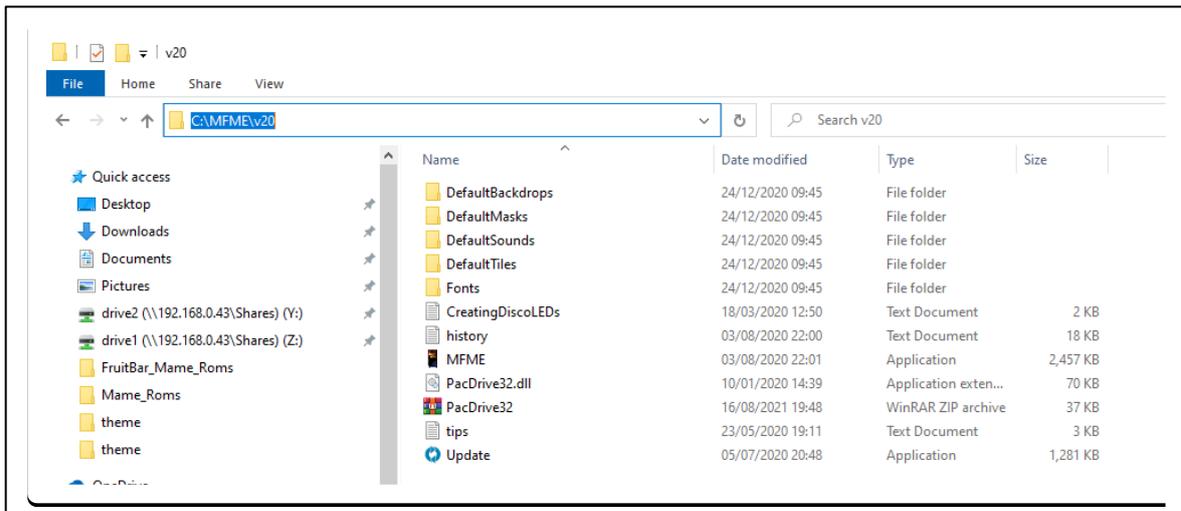
Next move your mouse to the blue highlighted text and right click on the highlighted text, your right click menu will appear, click on copy. Open fruitBAR or go back to the program if you have it open and press the "Control" key to bring up the settings menu.

We are settings up the MFME version 20 so click on the MFME v19+ tab and right click on the MFME EXE Path you will have a copy paste menu appear, click on paste and the path we copied from Explorer will appear here, we need to add \mfme.exe to the path so it reads similar to the path as shown in the image something like "C:\mfme\mfme.exe"

The other section that needs setting up is the rom path we do the same with Windows Explorer and navigate to the root of your roms for MFME, something similar to C:\Rom\MFME V20\ notice no file or extension is required.

Now click on the import Roms button this will take a few seconds to scan the rom path to load up your roms, the roms should then populate in the right side box as shown in the image above. If the roms do not populate then we need to check your rom configuration.

Rom Configuration

The configuration of Roms for FruitBar is a fairly simple process, once you know you know so lets look at how you configure the roms, the images, marquee's etc.

Each rom file when you downloaded should be extracted into a folder off the root of your main rom path something like the example below, the actual name will be the name of the extracted folder.

C:\Roms\MFME V20\example fruit game\

Within each rom folder you need to add a theme folder so the path will be as shown

C:\Roms\MFME V20\example fruit game\theme\

Within each theme folder you can add a multitude of files but for the purpose of this document we are going to setup your system so you have cabinets shown within FruitBar.

There are two main files that must be named the same as the .gam file so lets look at an example rom to see what this means.
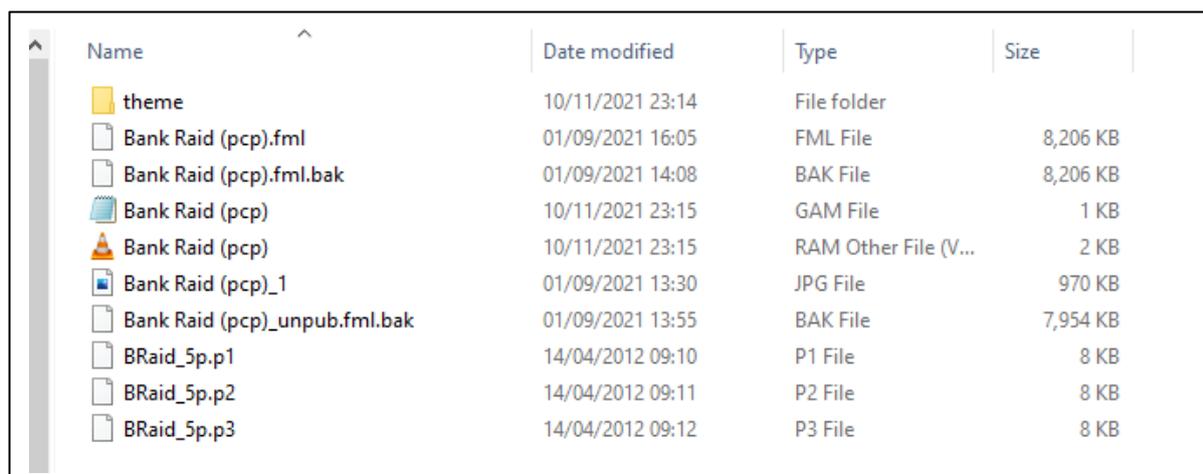
Name	Date modified	Type	Size
theme	10/11/2021 23:14	File folder	
Bank Raid (pcp).fml	01/09/2021 16:05	FML File	8,206 KB
Bank Raid (pcp).fml.bak	01/09/2021 14:08	BAK File	8,206 KB
Bank Raid (pcp)	10/11/2021 23:15	GAM File	1 KB
Bank Raid (pcp)	10/11/2021 23:15	RAM Other File (V...	2 KB
Bank Raid (pcp)_1	01/09/2021 13:30	JPG File	970 KB
Bank Raid (pcp)_unpub.fml.bak	01/09/2021 13:55	BAK File	7,954 KB
BRaid_5p.p1	14/04/2012 09:10	P1 File	8 KB
BRaid_5p.p2	14/04/2012 09:11	P2 File	8 KB
BRaid_5p.p3	14/04/2012 09:12	P3 File	8 KB

So we can see the files within a rom and we can also see the theme folder, take notice of the .GAM file and the naming as shown "Bank Raid (pcp)" we are not interested in the file extension only the file name as we use this to configure the images. Now look at the example theme folder to see how the files should be named.
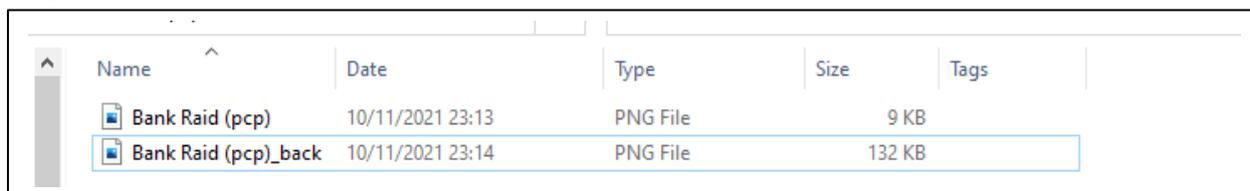
Name	Date	Type	Size	Tags
Bank Raid (pcp)	10/11/2021 23:13	PNG File	9 KB	
Bank Raid (pcp)_back	10/11/2021 23:14	PNG File	132 KB	

As shown we have two images in a png image format, also notice they are named the same as the previous image and one named with a _back added to the name, the back file is the main cabinet image and the other image is for the top image, this process will setup the cabinet view. There is only one rule when naming themes and that is the naming must not have any comma's they can simply be removed from all files named with a comma.

Themes

There is currently a theme store that contains images that can be used as cabinet views in your version of FruitBar these images can be downloaded and you can even upload your own images like many other users of FruitBar, it would be nice to start a community of users that can share information, images, videos, audio, etc.
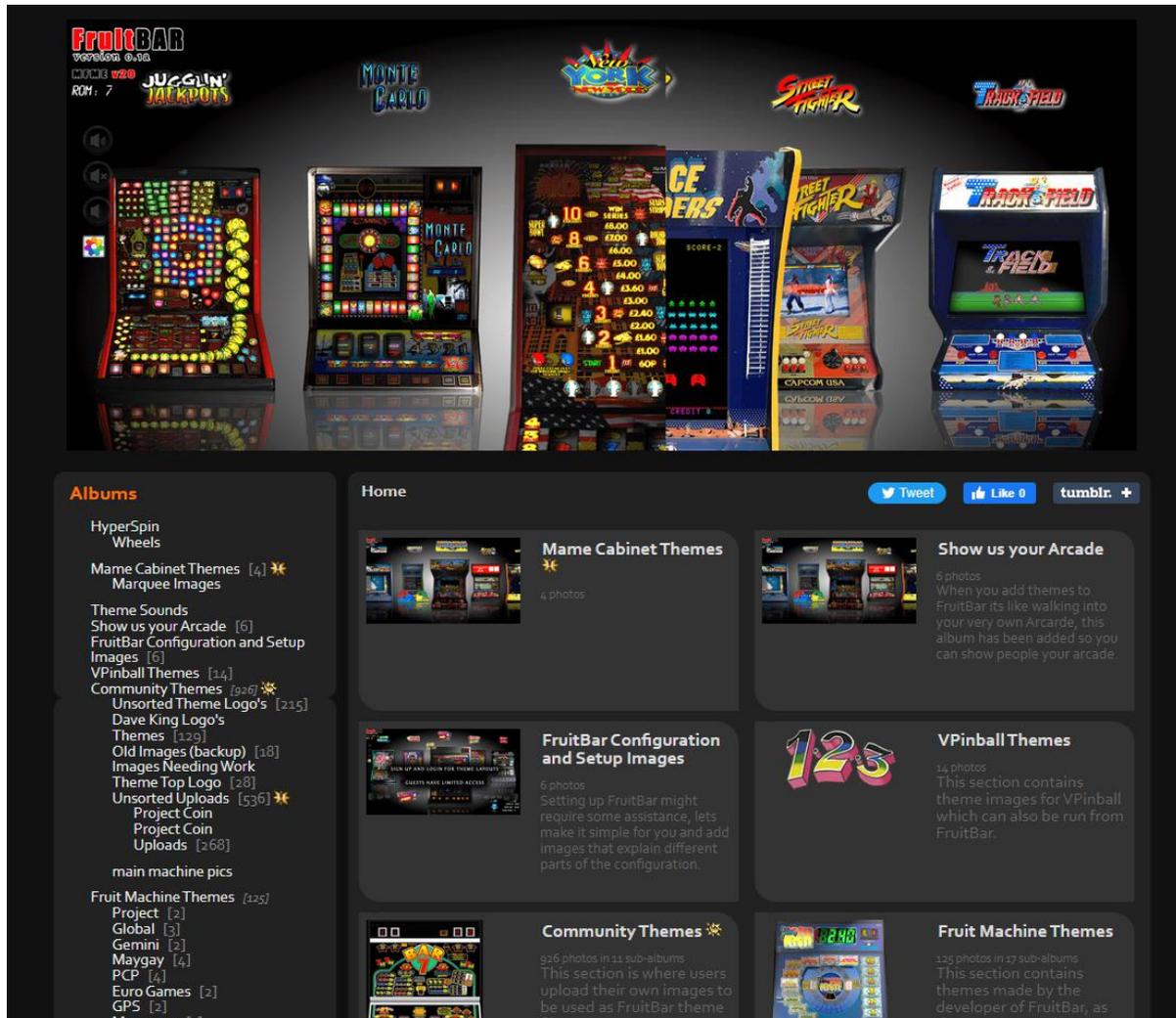
I currently fund this myself and develop FruitBar for free but would welcome and donations via paypal.

https://fruitbar.uk

Game Play

FruitBar contains lots more settings that you can use to configure the game play how you require this means you can position sections of the game play into what ever position you require and you can also zoom these sections too so if you have an arcade monitor or are in portrait mode you can configure the screen how you wish.

The keys can be redefined as required and setup to how you have your cabinet configured.

You then have the option of turning off rom details, hiding touch controls and so many more options.

Game play is using the arrow keys, page up & down to navigate to your cabinet view and enter key to start the game play, there is a second or so before MFME will start so be patient, you can actually add an mp3 which will play when you start a game.

Touch controls work the same but you can only press on the the middle cabinet to play.

There are more advanced features like favourites, filtering, etc.

There is one other important key and that is the "N" key this key allows you to set the stake, percentages, etc and if you would like to use marquee images, videos, mp3's for the selected rom.

If you do not wish to use the marquee video feature then rename the intro.avi file otherwise this file will play on start up even if you are not using the marquee feature.

I will update this document periodically as already I have noticed the settings page has the wrong wording on the mfme 19+ labelling.